
Texture Artist Resume

Job Objective

To work as a Texture Artist in a reputed company where I can put to use my knowledge and experience.

Highlights of Qualifications:

- Substantial experience in providing 3D textures for various films and games
 - Thorough knowledge of constructing game assets
 - Remarkable knowledge of 3D designs and appropriate parameters
 - Ability to administer various processes for digital printing
 - Ability to create layered materials and associate techniques
 - Solid understanding of polygonal and UV layout
 - Ability to create high quality texture maps
 - Wide knowledge of economic UV layout and texturing, color theory and application
 - Familiarity with digital painting, color theory, lighting, and surface qualities
 - Proficient with Mudbox, ZBrush, BodyPaint, 3d paint tools and 3D Max or MAYA
-

Professional Experience:

Texture Artist
Rhythm and Hues Studio, Flint, OK
August 2012 – Present

Responsibilities:

- Designed optimal quality digital textures for files and performed tests.
- Coordinated with artists and lighters and ensured optimal quality of work.
- Scheduled activities and ensured completion within deadline.
- Assisted character teams and provided premium quality visual projects to clients.
- Analysed and recommended improvements to various material technologies.
- Determined appropriate methodology and technology for projects.

Texture Artist
Turtle Rock Studios, Inc., Flint, OK
May 2009 – July 2012

Responsibilities:

- Coordinate with various departments and analysed surface requirements for projects.
 - Monitored complex surface set ups for texture designing.
 - Maintained knowledge of project progress and informed supervisors accordingly.
 - Coordinated with production designer and prepared characters for texture designs.
 - Ensured compliance to production regulations and procedures.
 - Developed appropriate texture in coordination with shader.
-

Education:

Bachelor's Degree in Computer Graphics
Bowie State University, Bowie, MD

[Build your Resume Now](#)